SEGA®

SINDBAD MYSTERY™

HOW TO PLAY

For 1 or 2 players

Enjoy the cheerful adventures of "SINDBAD" in his search for a chest of gold hidden on Treasure Island.

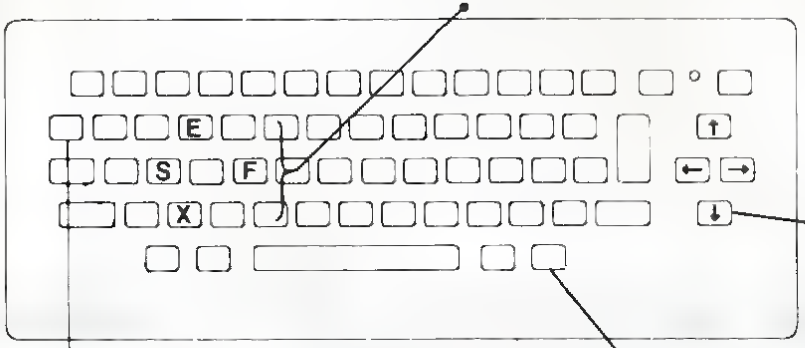
The exact location of the treasure becomes clearer and clearer as "SINDBAD" frantically searches on top and under walled passageways. Can "SINDBAD" successfully find the treasure buried under the ground?

SINDBAD MYSTERY™

BEFORE YOU START....

1. This Game Cartridge is intended for SEGA Personal Computer SC-3000 or Computer Video Game SG-1000.
2. Turn the power switch on after inserting the Cartridge in the ROM Cartridge Inlet of the Body. The Body and /or the Cartridge may be damaged if you insert the Cartridge in the Body without turning the power off.
3. Use the Joystick when playing the game on the SG-1000. When playing the game on the SC-3000, either the Keyboard or the Joystick (an option) is usable.
4. **JOYSTICK:** When using the JOYSTICK with SC-3000, connect it with "JOY 1." When two players play the game, connect it with "JOY 2." also.
5. **KEYBOARD:** Refer to the drawing.
6. Pull out the Cartridge after turning the power off. Keep it in its case and handle with extreme care.

When playing by using the KEYBOARD(SC-3000)



Maneuver "SINDBAD"
(For 2 players)

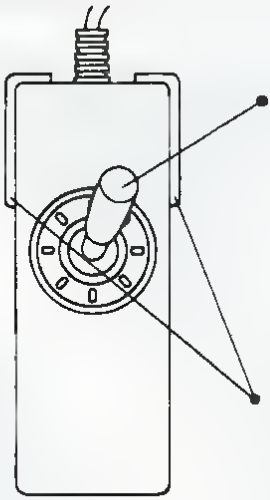
Maneuver "SINDBAD" by using the CURSOR Control Keys.
(for one player)

FUNC

START button for 2 players
Button for hole digging and rolling STONE forward (for 2 players)

INS
DEL

START button (for one player)
Button for hole digging and rolling STONE forward
(for one player)



Maneuver "SINDBAD"

When playing by the JOYSTICK

START button (Either one is usable.)
Button for hole digging and rolling STONE forward.

SINDBAD MYSTERY™

How To Play

* When playing by using the JOYSTICK
  For one player, connect the JOYSTICK to "JOY 1" and press the START button.
  For 2 players, connect the JOYSTICK to "JOY 1" and "JOY 2" and then press the START button of "JOY 2".
* When playing by using the KEYBOARD (SC-3000) refer to the illustration.
* By maneuvering "SINDBAD", delete the ? marks on the playfield and simultaneously open the ? panels shown in the TREASURE MAP.
* The Treasure Chest is buried somewhere in the passageways shown in the TREASURE MAP. By pressing the button, dig a hole to find the Treasure Chest.
* By pressing the button, the following can be done:
  - Dig a hole to locate the Treasure Chest and stop the forward advance of the MONSTER.
  - Refill the hole. Use the button when "SINDBAD" can't proceed due to the hole ahead.
  - Roll the STONE forward, by stopping "SINDBAD" before the STONE, and destroy the MONSTER.
* "SINDBAD" will be put out of action when he is captured by a MONSTER!
* The number of "SINDBADS" for one game is 3 and when more than 20,000 points are scored, one more "SINDBAD" is added.

<SCORE>

* For every ? panel opened in the TREASURE MAP ..... 100 POINTS.
* When the location of the hidden treasure is found, the remaining unopend ? panels in the TREASURE MAP earn you 300 points each.
* By rolling a STONE over a MONSTER, you earn 200 points.
* When destroying the MONSTERS consecutively with one stone you earn bonus points.

CAUTION:

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